VISIT…

WAR.03

EONS
ONS
ORE
3
5

DUNG
& DRAG
PLAY M

DRAGON®

ARMOR CLASS MODIFIERS (PH PAGE 151)

Defender is . . .	Melee	Ranged
Behind cover	+4	+4
Blinded	–2	–2
Concealed	20% miss chance	
Total concealment or invisible	50% miss chance	
Cowering	–2	–2
Entangled	–4 to Dex. may affect Armor Class	
Flat-footed	defender loses Dex. bonus to AC	
Grappling (attacker free)	defender loses Dex. bonus to AC	
Helpless	–4	+0 (0 Dex = –5)
Kneeling or sitting	–2	+2
Pinned	–4	+0
Prone	–4	+4
Squeezing through a space	–4	–4
Stunned	–2	–2

SKILLS (PH PAGE 61-86)

Skill (Key Ability)	Untrained	Armor	Provokes AoO
Appraise (Int)	Yes	No	No
Balance (Dex)	Yes	Yes	No
Bluff (Cha)	Yes	No	No
Climb (Str)	Yes	Yes	Maybe
Concentration (Con)	Yes	No	No
Craft (Int)	Yes	No	No
Decipher Script (Int)	No	No	No
Diplomacy (Cha)	Yes	No	No
Disable Device (Dex)	Yes	Yes	Yes
Disguise (Cha)	Yes	No	No
Escape Artist (Dex)	Yes	Yes	No
Forgery (Int)	Yes	No	No
Gather Information (Cha)	Yes	No	—
Handle Animal (Cha)	No	No	No
Heal (Wis)	Yes	No	No
Hide (Dex)	Yes	Yes	No
Intimidate (Cha)	Yes	No	No
Jump (Str)	Yes	Yes	Maybe
Knowledge (Int)	No	No	No
Listen (Wis)	Yes	No	No
Move Silently (Dex)	Yes	Yes	Maybe
Open Lock (Dex)	No	Yes	Yes
Perform (Cha)	Yes	No	No
Profession (Wis)	No	No	—
Ride (Dex)	Yes	No	No
Search (Int)	Yes	No	Yes
Sense Motive (Wis)	Yes	No	No
Sleight of Hand (Dex)	No	Yes	No
Speak Language (None)	No	No	—
Spot (Wis)	Yes	No	No
Survival (Wis)	Yes	No	No
Swim (Str)	Yes	Yes (double)	Maybe
Tumble (Dex)	No	Yes	Maybe
Use Magic Device (Cha)	No	No	No
Use Rope (Dex)	Yes	No	No

CLIMB DCS (PH PAGE 69)

DC	Example Surface or Activity
0	A slope too steep to walk up, or a knotted rope with a wall to brace against.
5	A rope with a wall to brace against, or a knotted rope, or a rope affected by the *rope trick* spell.
10	A surface with ledges to hold on to and stand on, such as a very rough wall or a ship's rigging.
15	Any surface with adequate handholds and footholds (natural or artificial), such as a very rough natural rock surface or a tree, or an unknotted rope, or pulling yourself up when dangling by your hands.
20	An uneven surface with some narrow handholds and footholds, such as a typical wall in a dungeon or ruins.
25	A rough surface, such as a natural rock wall or a brick wall.
25	An overhang or ceiling with handholds but no footholds.
—	A perfectly smooth, flat, vertical surface cannot be climbed.

Modifier	Example Surface or Activity
–10	Climbing a chimney (artificial or natural) or other location where you can brace against two opposite walls (reduces DC by 10).
–5	Climbing a corner where you can brace against perpendicular walls (reduces DC by 5).
+5	Surface is slippery (increases DC by 5).
+5	Accelerated climbing (move half your speed rather than one-quarter)

CONCENTRATION CHECK DCS (PH PAGE 69-70)

Concentration DC	Distraction
10 + damage dealt	Damaged during the action.
10 + half continuous dmg.	Taking continuous damage during the action.
Distracting spell's save DC	Distracted by nondamaging spell.
10	Vigorous motion (on a moving mount, taking a bouncy wagon ride, in a small boat in rough water, belowdecks in a storm-tossed ship).
15	Violent motion (on a galloping horse, taking a very rough wagon ride, in a small boat in rapids, on the deck of a storm-tossed ship).
15	Entangled
20	Extraordinarily violent motion (earthquake).
20	Grappling or pinned. (You can cast only spells without somatic components for which you have any required material component in hand.)
5	Weather is a high wind carrying blinding rain or sleet.
10	Weather is wind-driven hail, dust, or debris.
Distracting spell's save DC	Weather caused by a spell, such as *storm of vengeance.*

INFLUENCING NPC REACTIONS (DIPLOMACY) (PH PAGE 72-73)

Initial Attitude	New Attitude (DC to achieve)				
	Hostile	Unfriendly	Indifferent	Friendly	Helpful
Hostile	Less than 20	20	25	35	50
Unfriendly	Less than 5	5	15	25	40
Indifferent	—	Less than 1	1	15	30
Friendly	—	—	Less than 1	1	20
Helpful	—	—	—	Less than 1	1

LARGE SIZE FIGURE NOT IN SCALE TO OTHER IMAGES.

UMBER HULK 78 OF 80

MIND FLAYER 50 OF 80

HOUND ARCHON 7 OF 80

BARGHEST 39 OF 80

BALANCE DCS (PH PAGE 67)

Narrow Surface	DC	Difficult Surface	DC
7–12 inches wide	10	Uneven flagstone	10
2–6 inches wide	15	Hewn stone floor	10
Less than 2 inches wide	20	Sloped or angled floor	10

Surface	DC Modifier
Lightly obstructed (scree, light rubble)	+2
Severely obstructed (natural cavern floor, dense rubble)	+5
Lightly slippery (wet floor)	+2
Severely slippery (ice sheet)	+5
Sloped or angled	+2

BLUFF DCS (PH PAGE 67-69)

Example Circumstances	Sense Motive Mod.
The target wants to believe you.	–5
The bluff is believable and doesn't affect the target much.	+0
The bluff is a little hard to believe or puts the target at some risk.	+5
The bluff is hard to believe or puts the target at significant risk.	+10
The bluff is way out there, almost too incredible to consider.	+20

DISABLE DEVICE DCS (PH PAGE 72-73)

Device	Time	DC	Example
Simple	1 round	10	Jam a lock
Tricky	1d4 rounds	15	Sabotage a wagon wheel
Difficult	2d4 rounds	20	Disarm a trap, reset a trap
Wicked	2d4 rounds	25	Disarm a complex trap, cleverly sabotage a clockwork device

If you attempt to leave behind no trace of your tampering, add 5 to the DC.

USE ROPE (PH PAGE 86)

DC	Task
10	Tie a firm knot
10	Secure a grappling hook (add 2 to the C for every 10 feet the hook is thrown)
15	Tie a special knot, such as one that slips, slides slowly, or loosens with a tug
15	Tie a rope around yourself one-handed
15	Splice two ropes together
Varies	Bind a character

DISGUISE DCS (PH PAGE 72-73)

Modifier	Disguise
+5	Minor details only
–2	Disguised as different gender
–2	Disguised as different race
–2	Disguised as different age category (per category)

These modifiers are cumulative; use any that apply.

Impersonate a Specific Individual (PH page 73)

Familiarity	Viewer's Spot Check Bonus
Recognizes on sight	+4
Friends or associates	+6
Close friends	+8
Intimate	+10

ATTACK ROLL MODIFIERS (PH PAGE 151)

Attacker is . . .	Melee	Ranged
Dazzled	–1	–1
Entangled	–2	–2
Flanking defender	+2	—
Invisible	+2	+2
On higher ground	+1	+0
Prone	–4	—
Shaken or frightened	–2	–2
Squeezing through a space	–4	–4

TURNING UNDEAD (PH PAGE 159)

Turning Check Result	Most Powerful Undead Affected
0 or lower	Cleric's level –4
1–3	Cleric's level –3
4–6	Cleric's level –2
7–9	Cleric's level –1
10–12	Cleric's level
13–15	Cleric's level +1
16–18	Cleric's level +2
19–21	Cleric's level +3
22 or higher	Cleric's level +4

PERFORM (PH PAGE 79)

DC	Performance
10	Routine performance. Trying to earn money by playing in public is essentially begging. You can earn 1d10 cp/day.
15	Enjoyable performance. In a prosperous city, you can earn 1d10 sp/day.
20	Great performance. In a prosperous city, you can earn 3d10 sp/day. In time, you may be invited to join a professional troupe and may develop a regional reputation.
25	Memorable performance. In a prosperous city, you can earn 1d6 gp/day. In time, you may come to the attention of noble patrons and develop a national reputation.
30	Extraordinary performance. In a prosperous city, you can earn 3d6 gp/day. In time, you may draw attention from distant potential patrons, or even from extraplanar beings.

RIDE (PH PAGE 80)

DC	Task
5	Guide with knees
5	Stay in saddle
10	Fight with warhorse
15	Leap
15	Soft fall
15	Spur mount
15	Use mount as cover
20	Control mount in battle
20	Fast mount or dismount
+5	Riding bareback

SEARCH (PH PAGE 81)

DC	Task
10	Ransack a chest full of junk to find a certain item
20	Notice a typical secret door or a simple trap
21 or higher	Find a difficult nonmagical trap (rogue only) (dwarf can find stone traps)
25 + level of spell used to create trap	Find a magic trap (rogue only)
30	Notice a well-hidden secret door

A successful Search check can find a footprint or similar sign of a creature's passage, but it won't let you find or follow a trail. See the Track feat (PH page 101) for the appropriate DC.

SPOT (PH PAGE 83)

Condition	Penalty
Per 10 feet of distance	–1
Spotter distracted	–5

SWIM (PH PAGE 84)

DC	Water
10	Calm water
15	Rough water
20	Stormy water

JOZAN, CLERIC OF PELOR 14 OF 80

HUMAN WANDERER 25 OF 80

WILD ELF BARBARIAN 30 OF 80

ORC BERSERKER 73 OF 80

ESCAPE ARTIST (PH PAGE 73)

DC	Restraint
+10	Ropes (modifies binder's Use Rope check)
20	Net, *animate rope spell, command plants spell, control plants spell,* or *entangle* spell
23	*Snare* spell
30	Manacles
30	Tight space
35	Masterwork manacles

Opposed by grappler's grapple check result when attempting to escape a grapple.

HANDLE ANIMAL (PH PAGE 74)

DC	Task
10	Handle an animal
25	"Push" an animal

HEAL (PH PAGE 75-76)

DC	Task Heal
15	First aid
15	Long-term care
15	Treat wound from caltrop, *spike growth,* or *spike stones*
Poison's save DC	Treat poison (see DMG page 297)
Disease's save DC	Treat disease (see DMG page 292)

JUMP (PH PAGE 77)

DC	Long Jump Distance
5	5 feet
10	10 feet
15	15 feet
20	20 feet
25	25 feet
30	30 feet

Requires a 20-foot running start. Without a running start, double the DC.

DC	High Jump Distance Jump
4	1 foot
8	2 feet
12	3 feet
16	4 feet
20	5 feet
24	6 feet
28	7 feet
32	8 feet

Not including vertical reach. Requires a 20-foot running start. Without a running start, double the DC.

LISTEN (PH PAGE 78)

DC	Sound
–10	A battle
0	People talking (If you beat the DC by 10 or more, you can make out what's being said, assuming that you understand the language.)
5	A person in medium armor walking at a slow pace (10 ft./round) trying not to make any noise.
10	An unarmored person walking at a slow pace (15 ft./round) trying not to make any noise
15	A 1st-level rogue using Move Silently to sneak past the listener
15	People whispering
19	A cat stalking
30	An owl gliding in for a kill
DC	**Modifier Condition**
+5	Through a door
+15	Through a stone wall
+1	Per 10 feet of distance
+5	Listener distracted

ELF ARCHER 21 OF 80

MAN-AT-ARMS 10 OF 80

MOVE SILENTLY (PH PAGE 79)

Surface	Check Modifier
Noisy (scree, undergrowth, dense rubble)	–2
Very noisy (dense undergrowth, snow)	–5

SENSE MOTIVE (PH PAGE 81)

DC	Task
20	Hunch
25 or 15	Sense enchantment
Varies	Discern secret message

SLEIGHT OF HAND (PH PAGE 82)

DC	Task
10	Palm a coin-sized object
20	Lift a small object from a person
+20	Use skill as a free action

SPELLCRAFT (PH PAGE 82)

DC	Task
13	When using *read magic,* identify a *glyph of warding.* No action
15 + spell level	Identify a spell being cast. (You must see or hear the spell's verbal or somatic components.) No action required. No retry.
15 + spell level	Learn a spell from a spellbook or scroll (wizard only). No retry for that spell until you gain at least 1 rank in Spellcraft. 8 hours.
15 + spell level	Prepare a spell from a borrowed spellbook (wizard only). One try per day. No extra time required.
15 + spell level	When casting *detect magic,* determine the school of magic involved in the aura of a single item or creature you can see. (If the aura is not a spell effect, the DC is 15 + one-half caster level.) No action required.
19	When using *read magic,* identify a *symbol.* No action required.
20 + spell level	Identify a spell that's already in place and in effect. You must be able to see or detect the effects of the spell. No action required. No retry.
20 + spell level	Identify materials created or shaped by magic, such as noting that an iron wall is the result of a wall of *iron spell.* No action required. No retry.
20 + spell level	Decipher a written spell (such as a scroll) without using *read magic.* One try per day. Requires a full-round action.
25 + spell level	After rolling a saving throw against a spell targeted on you, determine what that spell was. No action required. No retry.
25	Identify a potion. Requires 1 minute. No retry.
20	Draw a diagram to allow *dimensional anchor* to be cast on a *magic circle* spell. Requires 10 minutes. No retry.
30 or higher	Understand a strange or unique magical effect, such as the effects of a magic stream. Time required varies. No retry.

LISTEN DCS TO DETECT INVISIBLE CREATURES (DMG PAGE 295)

Invisible Creature Is . . .	DC
In combat or speaking	0
Moving at half speed	Move Silently check result
Moving at full speed	Move Silently check result –4
Running or charging	Move Silently check result –20
Some distance away	+1 per 10 feet
Behind an obstacle (door)	+5
Behind an obstacle (stone wall)	+15

USE MAGIC DEVICE (PH PAGE 85)

DC	Task
25	Activate blindly
25 + spell level	Decipher a written spell
20 + caster level	Use a scroll
20	Use a wand
20	Emulate a class feature
See text	Emulate an ability score
25	Emulate a race
30	Emulate an alignment

WOLF SKELETON 57 of 80

KOBOLD WARRIOR 48 OF 80

ACTIONS (PH PAGE 133-160)

Action	Type	Provokes Atk. of Opp.
Attack (melee)	Standard	No
Attack (ranged)	Standard	Yes
Attack (unarmed)	Standard	Yes
Activate ring, rod, staff, wand, or misc. item	Standard	No
Aid another	Standard	Maybe
Bull rush	Standard	No
Cast quickened spell	Free	No
Cast a spell (1 action casting time)	Standard	Yes
Cast a spell defensively (using Concentrate)	Standard	No
Cease concentration (on activated spell/ability)	Free	No
Charge	Full or Standard	No
Concentrate on spell or special ability	Standard	No
Control a frightened mount	Move	Yes
Coup de grace attack	Full-round	Yes
Delay action	—	No
Direct or redirect an active spell	Move	No
Disarm foe	Varies	Yes
Dismiss a spell	Standard	No
Draw a hidden weapon (using Sleight of Hand)	Standard	No
Draw a weapon	Move	No
Drink a potion	Standard	Yes
Drop and item	Free	No
Drop to prone	Free	No
Escape a grapple	Standard	No
Escape from entanglement	Full-round	Yes
Extinguish flames	Full-round	No
Feint (using Bluff skill)	Standard	No
Fight defensively	Free	No
Five-foot step	—	No
Full attack (melee)	Full-round	No
Full attack (ranged)	Full-round	Yes
Full attack (unarmed)	Full-round	Yes
Grapple foe (grab, grapple, damage, or pin)	Varies	Varies
Light a torch with flint and steel	Full-round	Yes
Light a torch with a tindertwig	Standard	Yes
Load light or hand crossbow	Move	Yes
Load a heavy or repeating crossbow	Full-round	Yes
Lock or unlock a weapon in a locked gauntlet	Full-round	Yes
Lower spell resistance	Standard	No
Mount a creature or dismount	Move	No
Move a heavy object	Move	Yes
Move more than 5 feet	Move	Yes
Open or close a door	Move	No
Overrun	Standard	No
Pick up an item	Move	Yes
Prepare material components to spell	Free	No
Prepare oil for throwing	Full-round	Yes
Quick draw weapon (with Quick Draw feat)	Free	No
Quick draw hidden weapon (with Quick Draw feat and Sleight of Hand)	Move	No
Read a scroll	Standard	Yes
Ready a standard action	Standard	No
Ready or loose a shield	Move	No
Retrieve a stowed item	Move	Yes
Run	Full-round	Yes
Sheathe a weapon	Move	Yes
Speak	Free	No
Stabilize a dying creature (using Heal skill)	Standard	Yes
Stand up from prone	Move	Yes
Stow item	Move	Yes
Sunder a weapon (attack)	Standard	Yes
Sunder and object (attack)	Standard	Maybe
Total defense	Standard	No
Trip opponent	Varies	No
Turn or rebuke undead	Standard	No
Use extraordinary ability	Varies	No
Use feat	Varies	Varies
Use spell-like ability	Standard	Yes
Use supernatural ability	Standard	No
Use touch spell on up to six allies	Full-round	Yes
Withdraw	Full-round	No

SURVIVAL (PH PAGE 83)

DC	Task
10	Get along in the wild. Move up to one-half your overland speed while hunting and foraging (no food or water supplies needed).
15	Gain a +2 bonus on all Fortitude saves against severe weather while moving up to one-half your overland speed, or gain a +4 bonus if you remain stationary. You may grant the same bonus to one other character for every 1 point by which your Survival check result exceeds 15.
15	Keep from getting lost or avoid natural hazards, such as quicksand.
15	Predict the weather up to 24 hours in advance. For every 5 points by which your Survival check result exceeds 15, you can predict the weather for one additional day in advance.
Varies	Follow tracks (see the Track feat, PH page 101).

TUMBLE (PH PAGE 84)

DC	Task
15	Treat a fall as if it were 10 feet shorter than it really is when determining damage.
15	Tumble at one-half speed as part of normal movement, provoking no attacks of opportunity while doing so. Failure means you provoke attacks of opportunity normally. Check separately for each opponent you move past, in the order in which you pass them (player's choice in case of a tie). Each additional enemy after the first adds +2 to the Tumble DC.
25	Tumble at one-half speed through an area occupied by an enemy (over, under, or around the opponent) as part of normal movement, provoking no attacks of opportunity while doing so. Failure means you stop before entering the enemy-occupied area and provoke an attack of opportunity from that enemy. Check separately for each opponent. Each additional enemy after the first adds +2 to the Tumble DC.
DC Modifier	**Surface Is . . .**
+2	Lightly obstructed (scree, light rubble, undergrowth)
+5	Severely obstructed (cavern floor, rubble, thick undergrowth)
+2	Lightly slippery (wet floor)
+5	Severely slippery (ice sheet)
+2	Sloped or angled

All trademarks, including character names and their distinctive likenesses, are properties of Wizards of the Coast, Inc. (C) 2003, Wizards.

HALF-ORC ASSASSIN 65 OF 80

ORC WARRIOR 75 OF 80

DROW CLERIC OF LOLTH 61 OF 80

DWARF AXEFIGHTER 3 OF 80

ACTUAL SIZES NOT SHOWN.